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To avoid the **duplicate** message, the ... And it then generates a **socket** to send ...
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... operation and returning the HTTP response over the same **socket** that is ... It does not
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... Command-packets may also be written to the **socket** and these will effect
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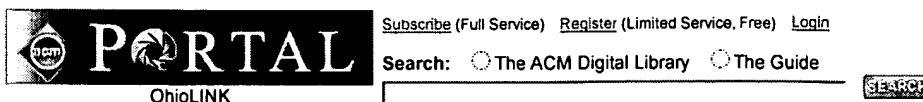
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Authors   Zhuoqing Morley Mao   University of California at Berkeley
Hoi-sheung Wilson So University of California at Berkeley
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↑ ABSTRACT

Recent advancements in video and audio codec technologies~(e.g., RealV ideo [18] make multimedia streaming possible across a wide range of network conditions. With an increasing trend of ubiquitous connectivity, more and more areas have overlapping coverage of multiple wired and wireless networks. Because the best network service changes as the user moves, to provide good multimedia application performance, the service needs to adapt to user movement as well as network and computational resource variations. For wireless multimedia applications, one must ensure smooth transitions when network connectivity changes. We argue that network adaptations for multimedia applications should be provided at the application layer with help from proxies in the network. The reasons are ease of programming, ease of deployment, better fault-tolerance, and greater scalability.We propose aself-adaptive distributed proxy systemthat provides streaming multimedia service to mobile wireless clients. Our system intelligently adapts to the real-time network variations and hides handoff artifacts using application protocol specific knowledge whenever possible. It also uses application-independent techniques such as dynamic relocation of transcoders and automatic insertion of forward error correction and compression into the data transcoding path. We advocate a composable, relocatable transcoding data path consisting of a directed acyclic graph ofstrongly-typedoperators to bridge any data format mismatch between the client and the data source. In this paper, we present the design, implementation, and evaluation of our system in the context of streaming video playback involving a series of transcoding proxies and a mobile client.

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↑ **Collaborative Colleagues:**

| Byunghoon Kang: | Zhuoqing Morley Mao | | | |
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Zhuoqing Morley Mao:	Sharad Agarwal	Anthony D. Joseph	Jennifer Rexford	Takashi Suzuki
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may not be negligible because the proxy and server ... SYN(pSEQ), ACK(CSEQ+ 1 l ...
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